

# Matrix Factorization for Movie Recommendation Systems

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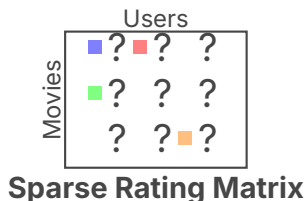
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**Answer:**  $\frac{100}{15000} = 0.67\%$  - extremely sparse!

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- **Notation:**  $\Omega = \{(i, j) : a_{ij} \text{ is observed}\}$

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- **But we don't know these explicitly!**

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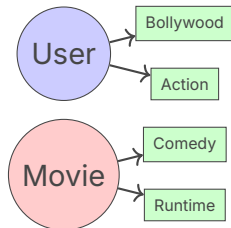
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Latent Features

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Interstellar	0.05	0.95	0.70
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**Movie Feature Matrix  $\mathbf{H} \in \mathbb{R}^{3 \times 5}$ :**

$$\mathbf{H} = \begin{bmatrix} 0.95 & 1.00 & 0.05 & 0.05 & 0.05 \\ 0.10 & 0.20 & 0.80 & 0.95 & 0.15 \\ 0.85 & 0.90 & 0.30 & 0.70 & 0.95 \end{bmatrix}$$

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**Key Question:** How do we learn these  $w_{ij}$  values from observed ratings?

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**In Matrix Form:**

$$\mathbf{A} \approx \mathbf{WH}$$

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$$\mathbf{A} \approx \mathbf{WH}$$

$$\mathbf{A}_{3 \times 5} = \begin{bmatrix} 5 & 4 & 2 & 3 & 2 \\ ? & 5 & 1 & 4 & ? \\ 4 & ? & 1 & 5 & ? \end{bmatrix} \approx$$

$$\begin{bmatrix} w_{11} & w_{12} & w_{13} \\ w_{21} & w_{22} & w_{23} \\ w_{31} & w_{32} & w_{33} \end{bmatrix} \begin{bmatrix} 0.95 & 1.00 & 0.05 & 0.05 & 0.05 \\ 0.10 & 0.20 & 0.80 & 0.95 & 0.15 \\ 0.85 & 0.90 & 0.30 & 0.70 & 0.95 \end{bmatrix} = \mathbf{W}_{3 \times 3} \mathbf{H}_{3 \times 5}$$

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### **The Magic Formula:**

Alice's rating = Alice's preferences · Sholay's features

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$$\hat{a}_{11} = \mathbf{w}_1^T \mathbf{h}_1 \quad (1)$$

$$= w_{11} \cdot 0.95 + w_{12} \cdot 0.10 + w_{13} \cdot 0.85 \quad (2)$$

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$$= w_{11} \cdot 0.95 + w_{12} \cdot 0.10 + w_{13} \cdot 0.85 \quad (2)$$

**Goal:** Find  $w_{11}, w_{12}, w_{13}$  such that  $\hat{a}_{11} \approx 5$  (Alice's actual rating)

## Pop Quiz 2: Matrix Dimensions

### Dimension Check

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**Key Insight:** If  $r \ll \min(N, M)$ , we have huge param-

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**Key Insight:** While non-convex jointly, it's convex in each matrix individually!

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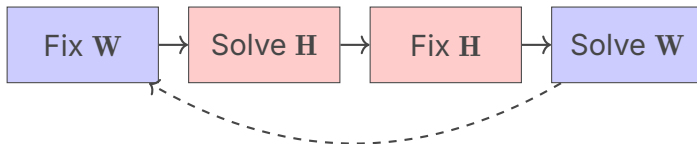
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**Solution:**  $w_1^* = (X_1^T X_1)^{-1} X_1^T y_1$

This gives us Alice's feature preferences!

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# ALS: Complete Algorithm

## Algorithm 1: [

H] **Input:** Rating matrix  $\mathbf{A}$ , rank  $r$ , max iterations  $T$

1. **Initialize:**  $\mathbf{W}^{(0)} \in \mathbb{R}^{N \times r}$ ,  $\mathbf{H}^{(0)} \in \mathbb{R}^{r \times M}$  randomly

**Output:**  $\mathbf{W}^{(T)}$   $\mathbf{H}^{(T)}$

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3. **Check Convergence:** Stop if  
 $\|\mathbf{W}^{(t)} \mathbf{H}^{(t)} - \mathbf{W}^{(t-1)} \mathbf{H}^{(t-1)}\|_F < \epsilon$

**Output:**  $\mathbf{W}^{(T)}$   $\mathbf{H}^{(T)}$

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**Intuition:**

- If  $e_{ij} > 0$ : Predicted rating too low  $\rightarrow$  Increase similarity

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2. **Compute Error:**  $e_{ij} = a_{ij} - \hat{a}_{ij}$
3. **Update:**

$$\mathbf{w}_i \leftarrow \mathbf{w}_i + \alpha \cdot e_{ij} \cdot \mathbf{h}_j \quad (11)$$

$$\mathbf{h}_j \leftarrow \mathbf{h}_j + \alpha \cdot e_{ij} \cdot \mathbf{w}_i \quad (12)$$

**Intuition:**

- If  $e_{ij} > 0$ : Predicted rating too low  $\rightarrow$  Increase similarity
- If  $e_{ij} < 0$ : Predicted rating too high  $\rightarrow$  Decrease similarity

# Stochastic Gradient Descent (SGD)

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- Learning rate  $\alpha$  controls step size

# SGD: Step-by-Step Example

**Example:** Alice rates Sholay as 5, but we predict 3.2



# SGD: Step-by-Step Example

**Example:** Alice rates Sholay as 5, but we predict 3.2

$$\text{Current: } \mathbf{w}_1 = [0.4, 0.2, 0.3], \quad \mathbf{h}_1 = [0.95, 0.10, 0.85] \quad (13)$$

$$\text{Prediction: } \hat{a}_{11} = 0.4 \times 0.95 + 0.2 \times 0.10 + 0.3 \times 0.85 = 0.655 \quad (14)$$

$$\text{Error: } e_{11} = 5 - 0.655 = 4.345 \quad (15)$$

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**Updates with  $\alpha = 0.01$ :**

$$\mathbf{w}_1 \leftarrow [0.4, 0.2, 0.3] + 0.01 \times 4.345 \times [0.95, 0.10, 0.85] \quad (16)$$

$$= [0.4413, 0.2043, 0.3369] \quad (17)$$

$$\mathbf{h}_1 \leftarrow [0.95, 0.10, 0.85] + 0.01 \times 4.345 \times [0.4, 0.2, 0.3] \quad (18)$$

$$= [0.9674, 0.1087, 0.8631] \quad (19)$$

## Pop Quiz 3: SGD Understanding

### Quick Check

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### Answers:

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4.  $\mathbf{h}_j \leftarrow [0.6, 0.9] + 0.1 \times (-2.5) \times [0.8, 0.3] = [0.4, 0.825]$

# ALS vs SGD: Head-to-Head Comparison

Aspect	ALS	SGD
<b>Updates</b>	Alternating	Simultaneous
<b>Convergence</b>	Faster, more stable	Slower, can oscillate
<b>Parallelization</b>	Excellent	Limited
<b>Memory</b>	Higher	Lower
<b>Implementation</b>	Complex	Simple
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## When to Use Which?

- **ALS:** Large-scale, production systems (Spark, distributed)
- **SGD:** Online learning, real-time updates, research

# Advanced Practical Considerations

**Regularization:** Prevent overfitting

$$\text{minimize}_{\mathbf{W}, \mathbf{H}} \sum_{(i,j) \in \Omega} (a_{ij} - \mathbf{w}_i^T \mathbf{h}_j)^2 + \lambda (\|\mathbf{W}\|_F^2 + \|\mathbf{H}\|_F^2)$$

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- Hybrid approaches

# Let's Build Intuition: Small Example

**Our 3×3 rating matrix:**

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**Constraint:** Only minimize error on observed entries!

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**Iteration 1:** Initialize randomly

$$\mathbf{W}^{(0)} = \begin{bmatrix} 0.5 & 0.3 \\ 0.4 & 0.6 \\ 0.2 & 0.8 \end{bmatrix}, \quad \mathbf{H}^{(0)} = \begin{bmatrix} 1.0 & 0.5 & 0.2 \\ 0.3 & 1.2 & 0.8 \end{bmatrix}$$



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**Solve:**  $\mathbf{w}_1^{(1)} = (\mathbf{X}_1^T \mathbf{X}_1)^{-1} \mathbf{X}_1^T \mathbf{y}_1$

Continue for all users and movies...

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## The Mathematical Beauty:

Collaborative Filtering = Matrix Factorization = Dimensionality Reduction

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3. A rank-1 factorization means all users have identical preferences

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## Mastery Test

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# Questions?

Thank you for your attention!

Next: Deep learning approaches to recommendation systems